

FIG. 1

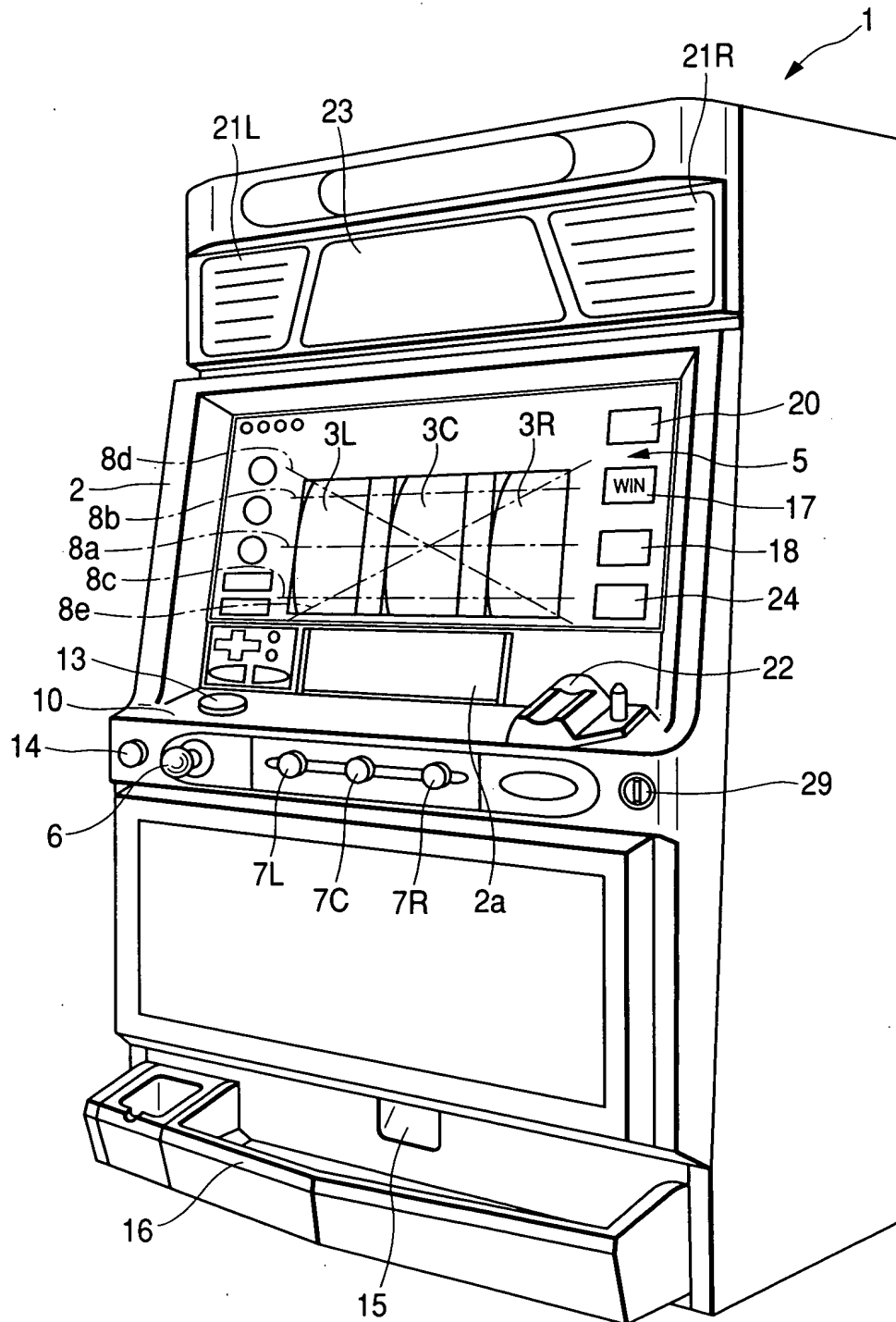


FIG. 2

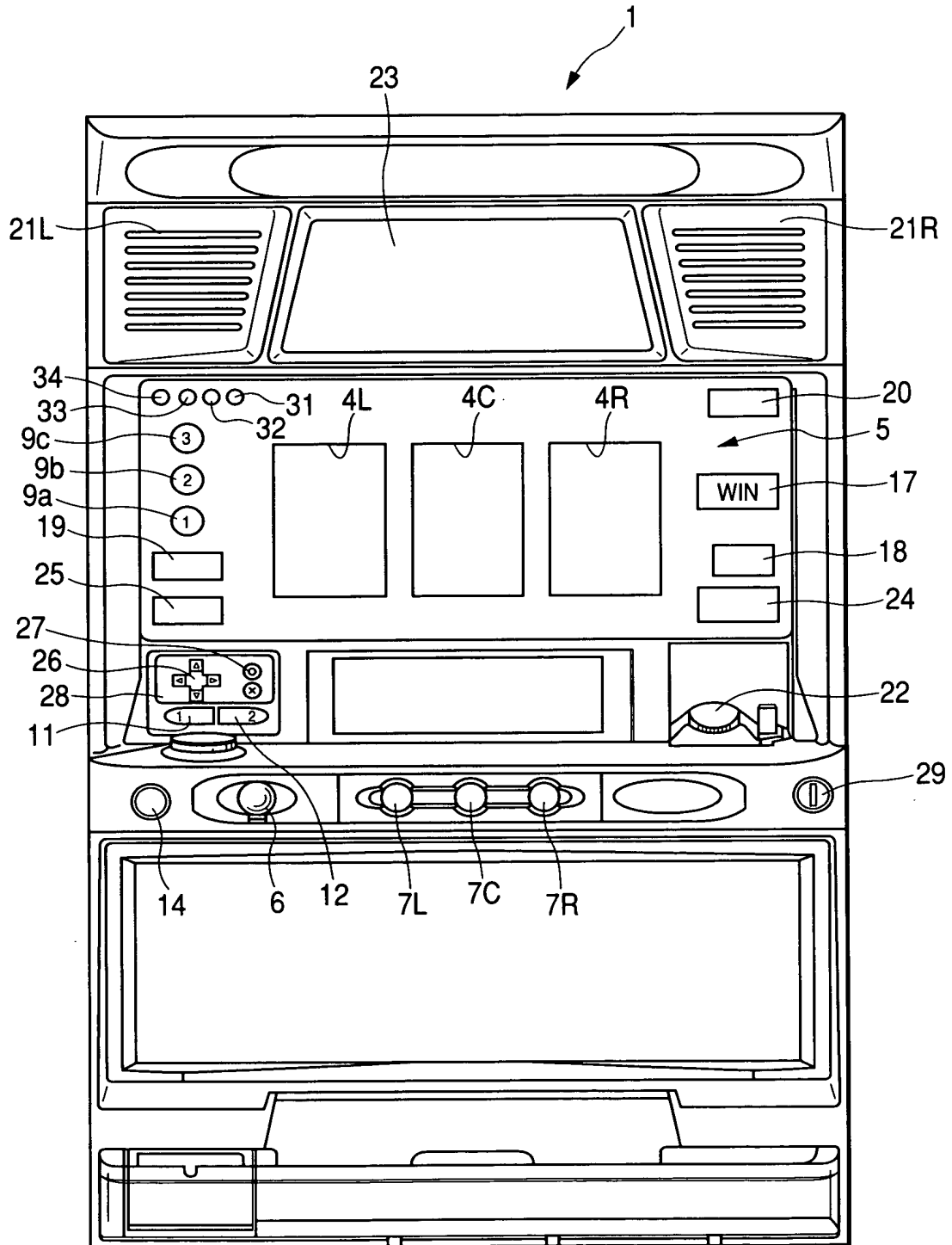
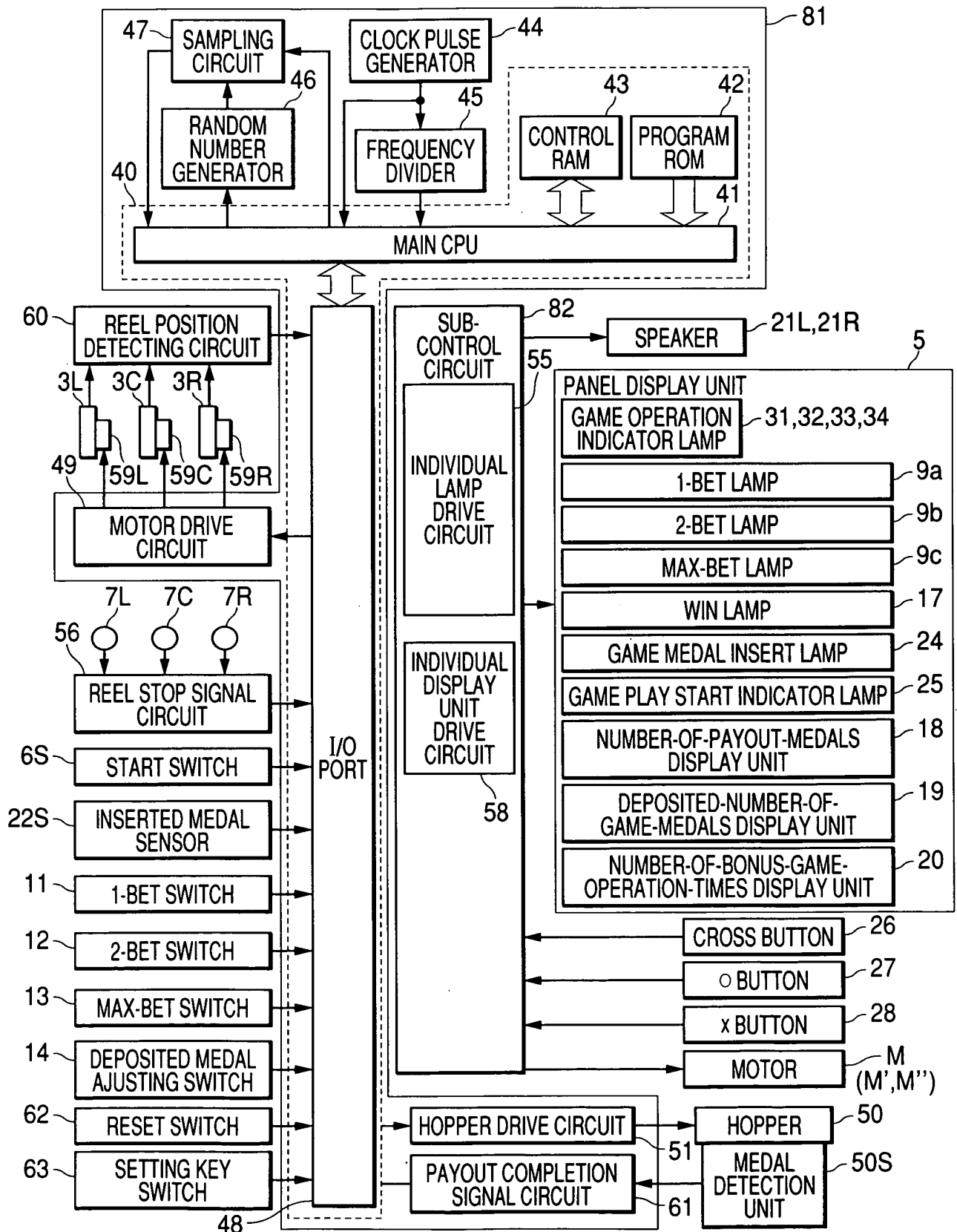
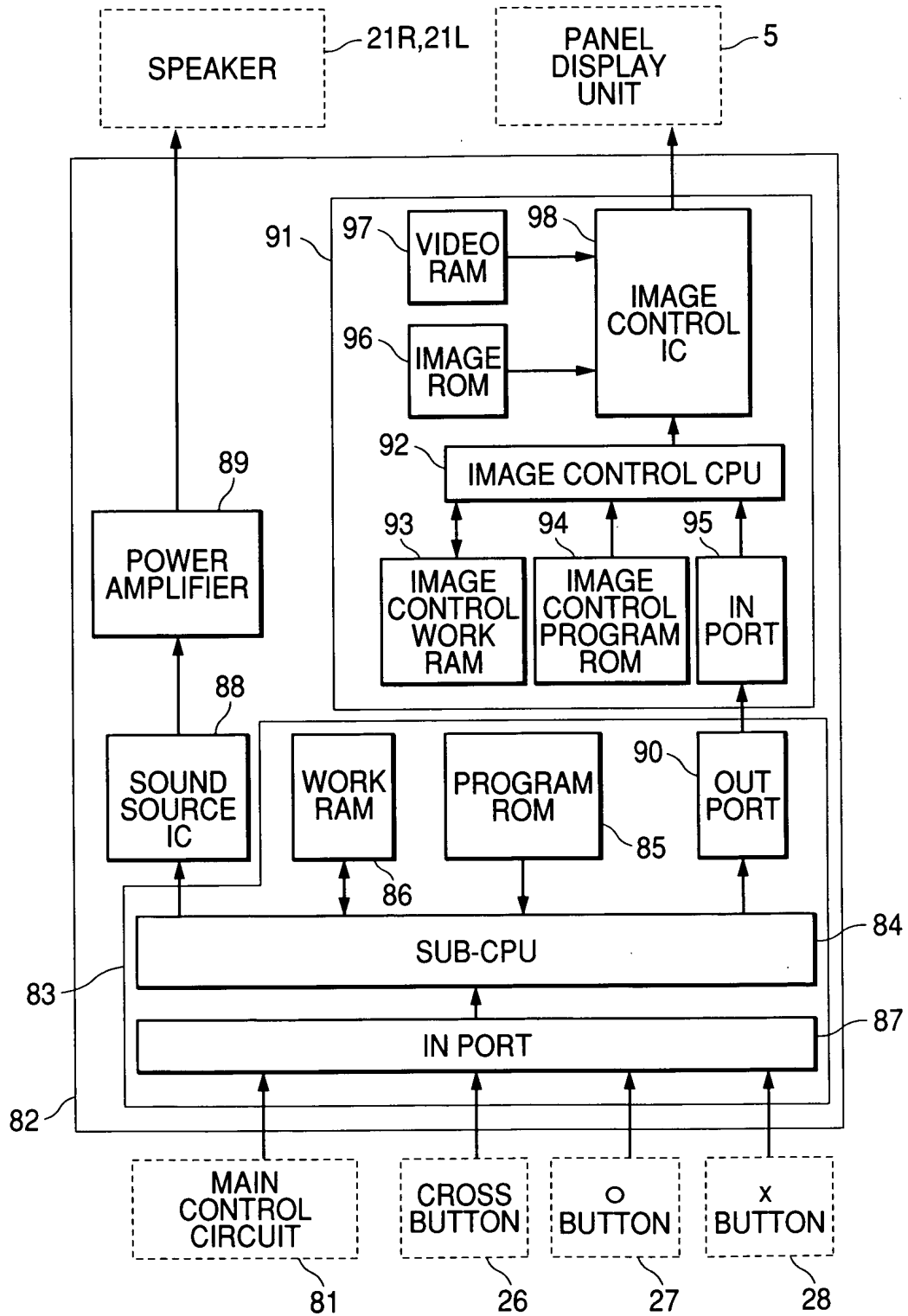


FIG. 3



**FIG. 4**

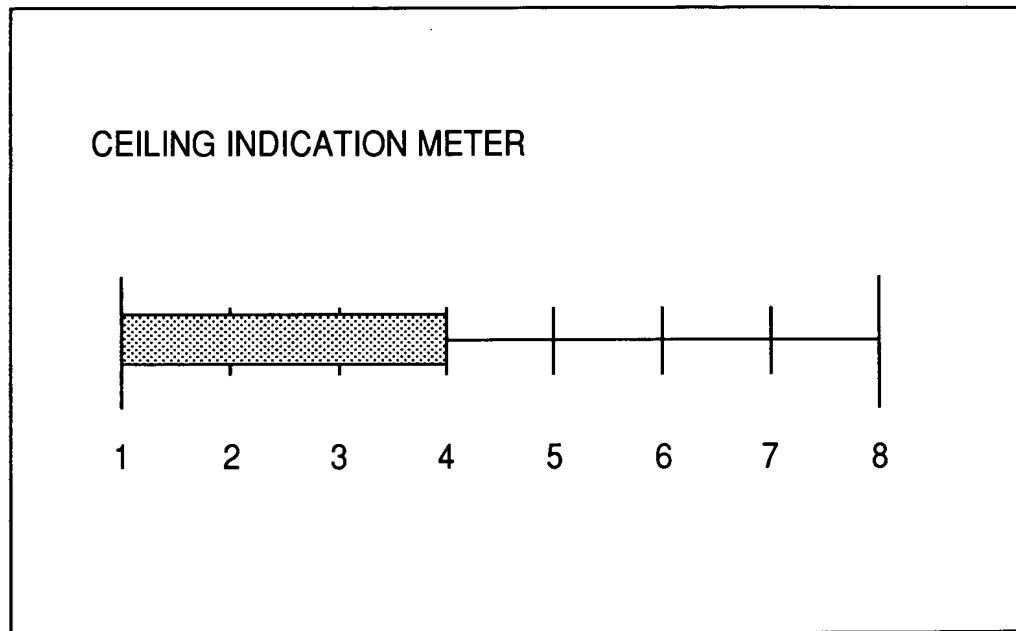
**FIG. 5**

LEFT REEL		CENTER REEL		RIGHT REEL	
00	RED 7	00	RED 7	00	RED 7
01	CHERRY	01	PLUM	01	BELL
02	BLUE 7	02	REPLAY	02	REPLAY
03	BELL	03	BELL	03	BAR
04	REPLAY	04	CHERRY	04	PLUM
05	RED 7	05	REPLAY	05	BELL
06	CHERRY	06	CHERRY	06	REPLAY
07	BLUE 7	07	BELL	07	CHERRY
08	BELL	08	BAR	08	BLUE 7
09	REPLAY	09	CHERRY	09	CHERRY
10	PLUM	10	REPLAY	10	BELL
11	BELL	11	BELL	11	REPLAY
12	REPLAY	12	BLUE 7	12	CHERRY
13	BAR	13	REPLAY	13	PLUM
14	RED 7	14	CHERRY	14	BELL
15	BELL	15	BELL	15	REPLAY
16	PLUM	16	BAR	16	CHERRY
17	REPLAY	17	PLUM	17	BLUE 7
18	PLUM	18	REPLAY	18	BELL
19	BELL	19	BELL	19	REPLAY
20	REPLAY	20	CHERRY	20	CHERRY

FIG. 6

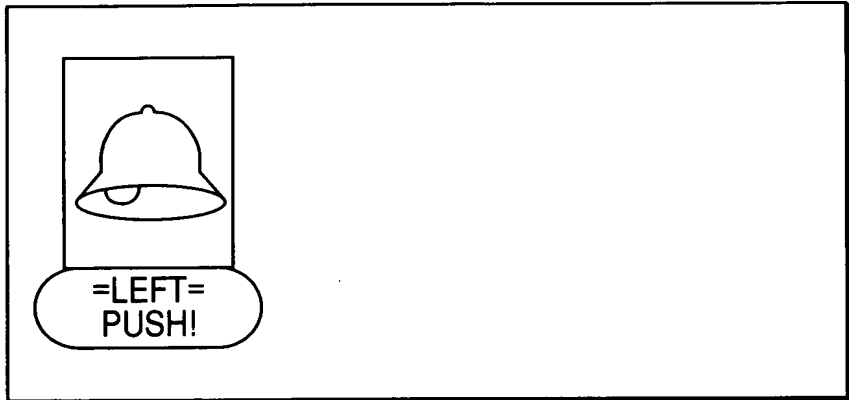
PRIZES AND NUMBERS OF PAID-OUT MEDALS CORRESPONDING  
TO WINNING SYMBOL COMBINATIONS IN EACH GAME STATE

SYMBOL COMBINATION	GENERAL GAME STATE	GENERAL GAME STATE IN BB	RB GAME STATE
RED 7-RED 7-RED 7	BB, 15 MEDALS	—	—
BLUE 7-BLUE 7-BLUE 7	BB, 15 MEDALS	—	—
BAR-BAR-BAR	RB, 15 MEDALS	—	—
BELL-BELL-BELL	MINOR PRIZE OF BELL, 15 MEDALS	MINOR PRIZE OF BELL, 15 MEDALS	—
PLUM-PLUM-PLUM	MINOR PRIZE OF PLUM, SIX MEDALS	MINOR PRIZE OF PLUM, SIX MEDALS	—
REPLAY-REPLAY-REPLAY	REPLAY, 0 MEDAL	RB (JAC IN), 15 MEDALS	PRIZE, 15 MEDALS
CHERRY-ANY-ANY	MINOR PRIZE OF CHERRY, TWO OR FOUR MEDALS	MINOR PRIZE OF CHERRY, TWO OR FOUR MEDALS	—

*FIG. 7*

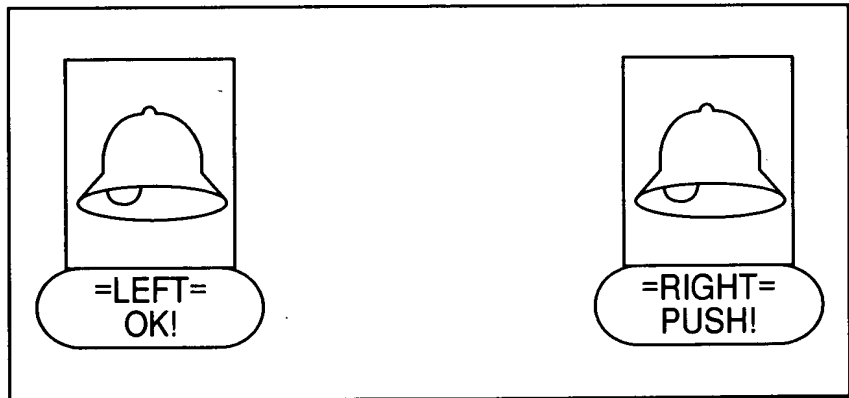
**FIG. 8A**

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE LEFT STOP BUTTON



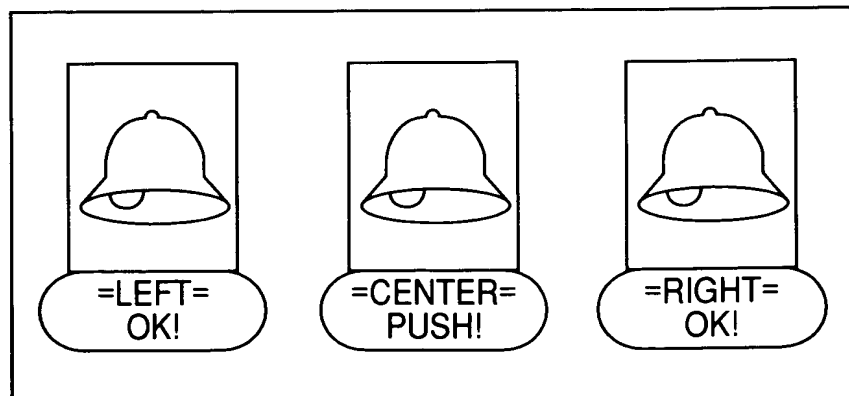
**FIG. 8B**

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE RIGHT STOP BUTTON



**FIG. 8C**

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE CENTER STOP BUTTON





**FIG. 9A**

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAME STATE  
(RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING GAME PRIZE PROBABILITY	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING
BB	0 TO 54	55/16384
RB	55 TO 82	28/16384
REPLY	83 TO 2327	2245/16384
SMALL PRIZE OF BELL	2328 TO 10919	8592/16384
SMALL PRIZE OF PLUM	10920 TO 10973	54/16384
SMALL PRIZE OF CHERRY	10974 TO 11036	63/16384

**FIG. 9B**

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAME STATE IN BB  
(RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING GAME PRIZE PROBABILITY	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING
BB	— TO —	0/16384
RB	— TO —	0/16384
REPLY (RB IN BB)	0 TO 4199	4200/16384
SMALL PRIZE OF BELL	4200 TO 14499	10300/16384
SMALL PRIZE OF PLUM	14500 TO 16319	1820/16384
SMALL PRIZE OF CHERRY	— TO —	0/16384

**FIG. 10**

STOP CONTROL TABLE NUMBER SELECTION TABLE  
(RANDOM NUMBER EXTRACTION RANGE: 0—255)

TABLE NO.	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	SELECTION PROBABILITY
NO.1	0 TO 42	43/256
NO.2	43 TO 85	43/256
NO.3	86 TO 128	43/256
NO.4	129 TO 171	43/256
NO.5	172 TO 213	42/256
NO.6	214 TO 255	42/256

# FIG. 11

RELATIONSHIP AMONG TABLE NUMBERS, STOP ORDERS,  
AND COMPLETION/INCOMPLETION OF WINNING GAME OF SMALL PRIZE OF BELL

		TABLE NUMBER					
		1	2	3	4	5	6
STOP ORDER	LEFT CENTER RIGHT	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	LEFT RIGHT CENTER	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	CENTER LEFT RIGHT	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	CENTER RIGHT LEFT	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE
	RIGHT LEFT CENTER	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE
	RIGHT CENTER LEFT	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE

*FIG. 12*

WINNING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	18
01	19	01	19	01	01
02	19	02	19	02	01
03	03	03	03	03	01
04	03	04	03	04	01
05	03	05	03	05	05
06	03	06	03	06	05
07	03	07	07	07	05
08	08	08	07	08	05
09	08	09	07	09	05
10	08	10	07	10	10
11	11	11	11	11	10
12	11	12	11	12	10
13	11	13	11	13	10
14	11	14	11	14	14
15	15	15	15	15	14
16	15	16	15	16	14
17	15	17	15	17	14
18	15	18	15	18	18
19	19	19	19	19	18
20	19	20	19	20	18

**FIG. 13**

FORWARD PUSH, CENTER PUSH LOSING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

*FIG. 14*

REVERSE PUSH LOSING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	20	00	19	00	18
01	20	01	19	01	01
02	20	02	19	02	01
03	20	03	03	03	01
04	04	04	03	04	01
05	04	05	03	05	05
06	04	06	03	06	05
07	04	07	07	07	05
08	04	08	07	08	05
09	09	09	07	09	05
10	09	10	07	10	10
11	09	11	11	11	10
12	12	12	11	12	10
13	12	13	11	13	10
14	12	14	11	14	14
15	12	15	15	15	14
16	12	16	15	16	14
17	17	17	15	17	14
18	17	18	15	18	18
19	17	19	19	19	18
20	20	20	19	20	18

***FIG. 15A***CEILING-NUMBER-OF-AT-TIMES  
SELECTION TABLE

NUMBER OF TIMES	LOTTERY VALUE
1	2356
2	1512
5	196
10	28
30	4

***FIG. 15B***

AT ACTIVATION LOTTERY TABLE

	LOTTERY VALUE
ACTIVATION	32
CONCEALMENT	224

**FIG. 16A**CEILING ACTIVATION VALUE  
SELECTION TABLE

NUMBER OF MEDALS	LOTTERY VALUE
1200	64
1500	128
1800	64

**FIG. 16B**

CEILING METER SHIFT SELECTION TABLE

		1200 MEDALS	1500 MEDALS	1800 MEDALS
CEILING METER LEVEL	LEVEL 1	150	188	225
	LEVEL 2	300	375	450
	LEVEL 3	450	563	675
	LEVEL 4	600	750	900
	LEVEL 5	750	938	1125
	LEVEL 6	900	1125	1350
	LEVEL 7	1050	1313	1575
	LEVEL 8	1200	1500	1800

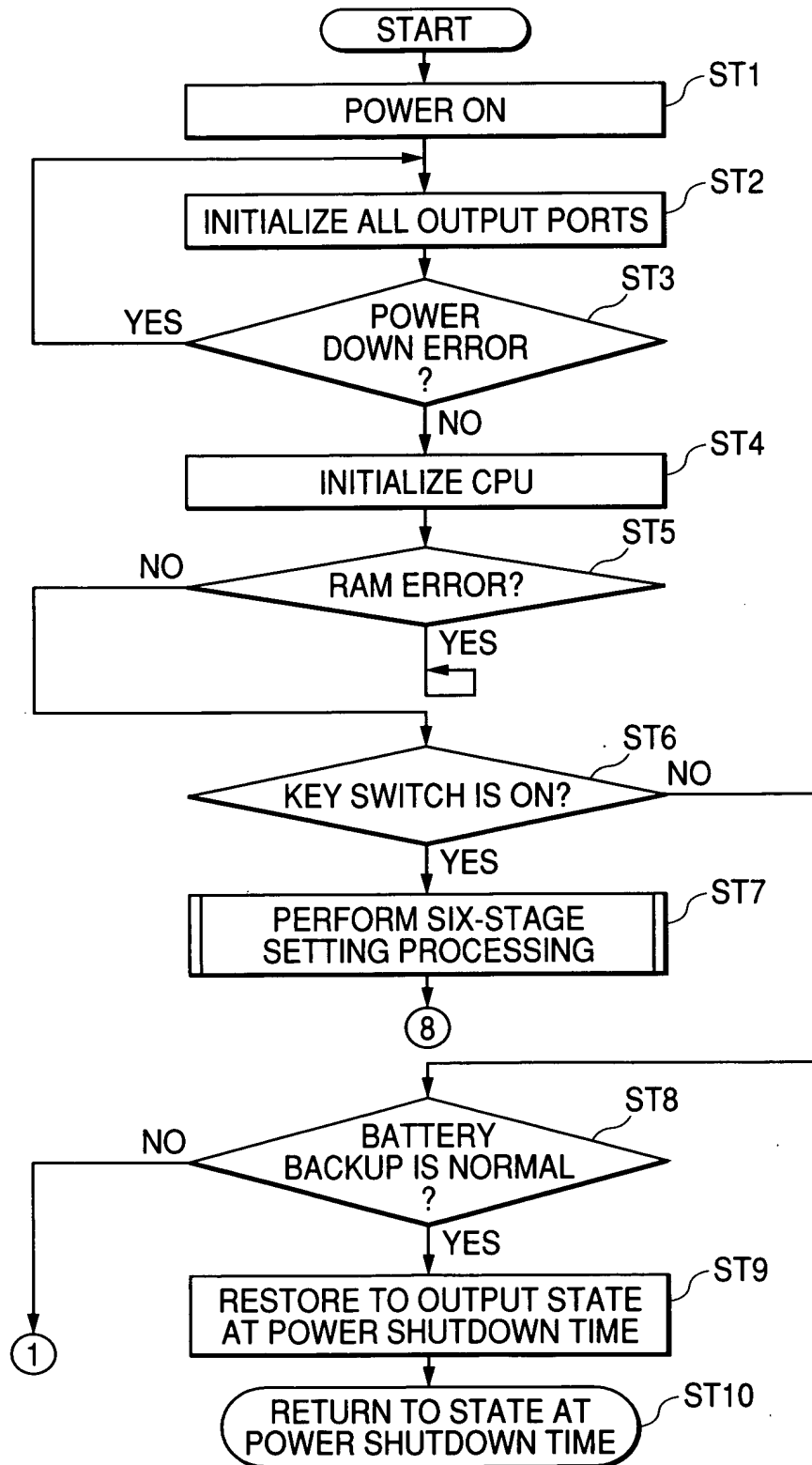


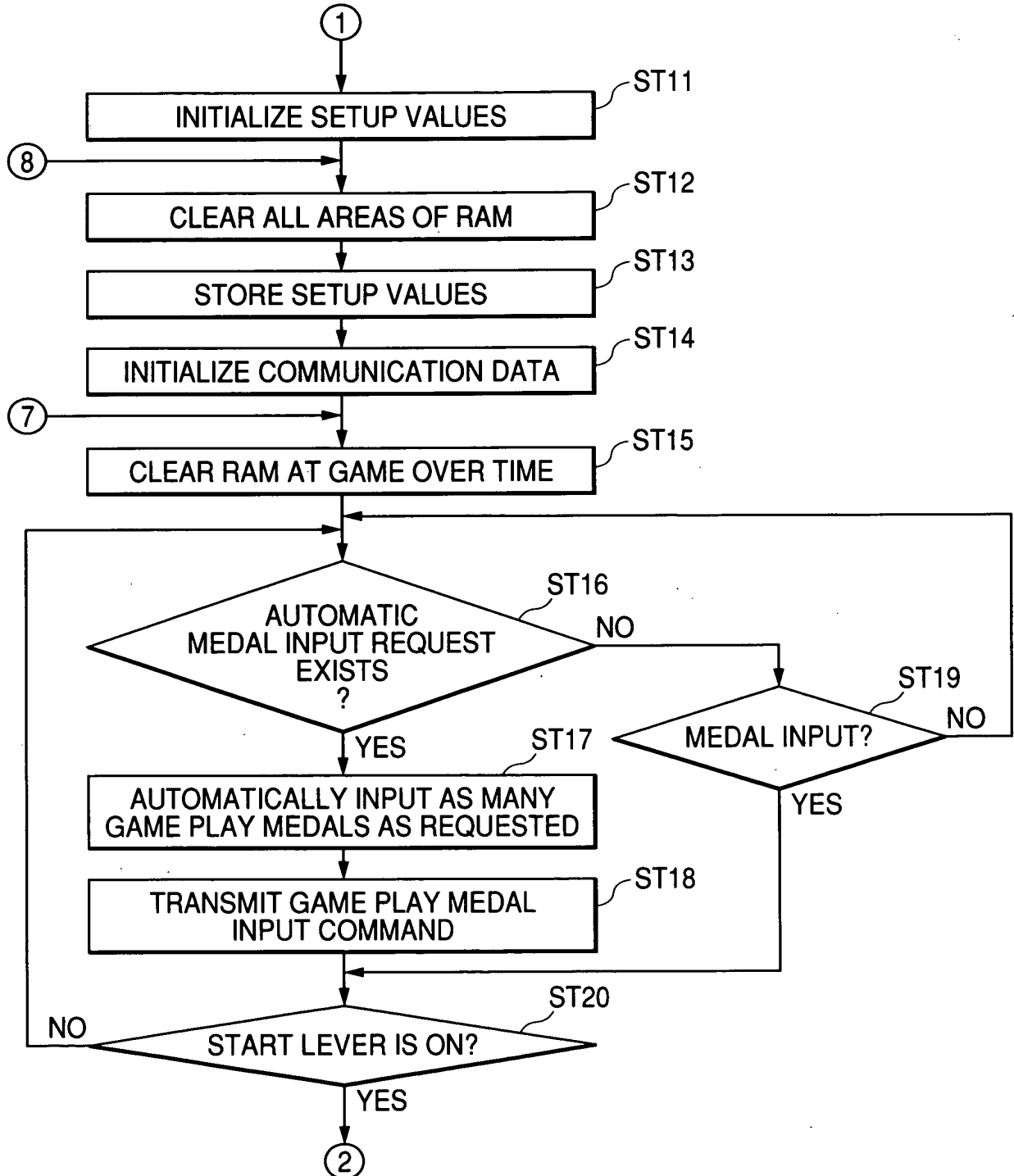
**FIG. 17**

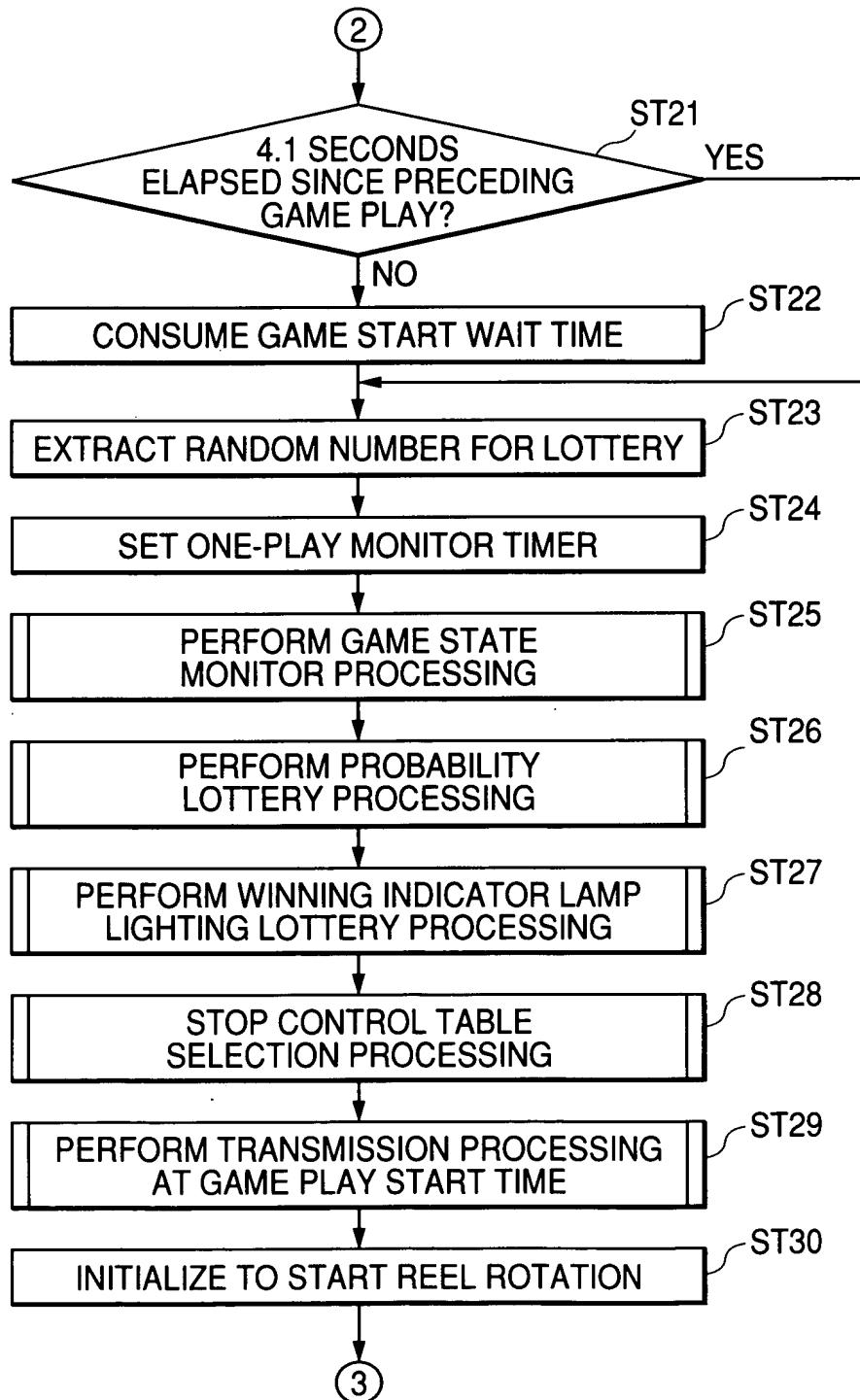
START COMMAND		BB EXIT COMMAND	
1	INTERNAL WINNING COMBINATION	1	OPERATION AT BB EXIT TIME
2	BB	2	GAME REPLAY ENABLE
	RB		ADJUSTMENT OPERATION
	REPLAY		PLAY OUT OPERATION
	BELL		—
	PLUM		—
	CHERRY		—
	BLANK		—
	—		—
3	GAMING STATE		
4	DURING ORDINARY GAME		
	DURING INTERNAL WINNING OF BB		
	DURING INTERNAL WINNING OF RB		
	DURING BB OPERATION		
	DURING RB OPERATION		
	—		
	—		
	—		
5	STOP CONTROL TABLE		
6	TABLE NO.1		
	TABLE NO.2		
	TABLE NO.3		
	TABLE NO.4		
	TABLE NO.5		
	TABLE NO.6		
	—		
	—		

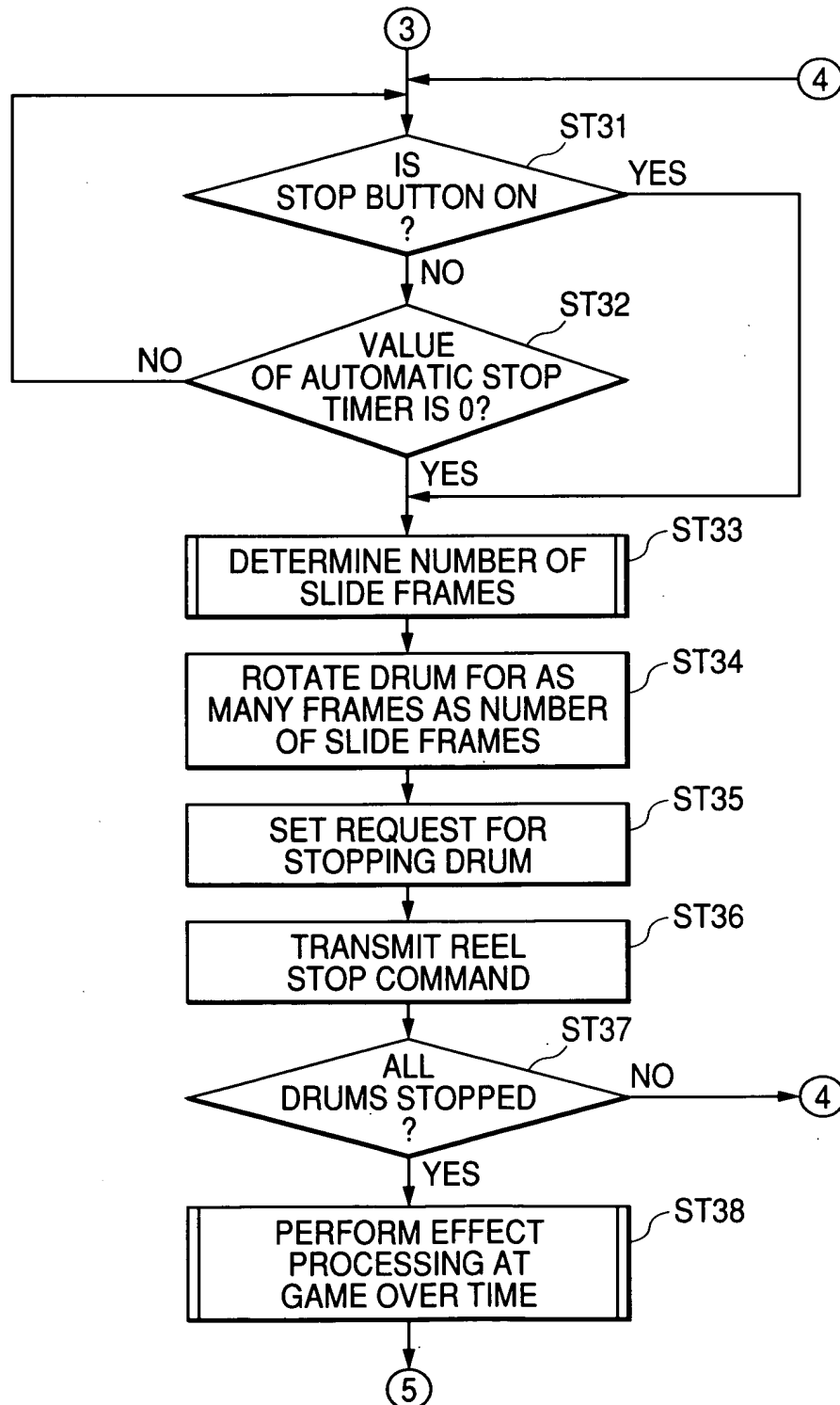
**FIG. 18**

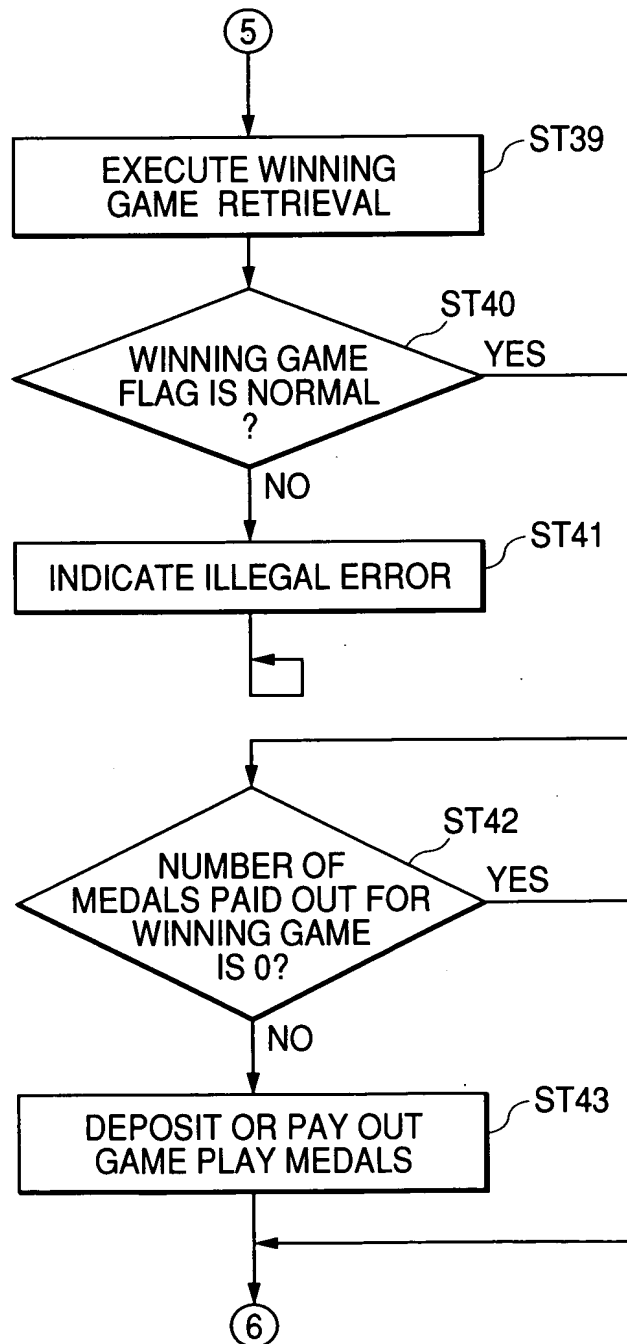
WINNING GAME COMMAND		GAME PLAY MEDAL INPUT COMMAND	
1	WINNING GAME	1	NUMBER OF INPUT MEDALS
2	BB	2	ONE
	RB		TWO
	REPLAY		THREE
	BELL		—
	PLUM		—
	CHERRY		—
	BLANK		—
	—		—
3	GAME STATE		
4	DURING ORDINARY GAME		
	DURING INTERNAL WINNING OF BB		
	DURING INTERNAL WINNING OF RB		
	DURING BB OPERATION		
	DURING RB OPERATION		
	—		
	—		
	—		
5	WINNING GAME LINE		
6	CENTER STAGE		
	UPPER STAGE		
	LOWER STAGE		
	RISE TO RIGHT		
	FALL TO RIGHT		
	—		
	—		
	—		

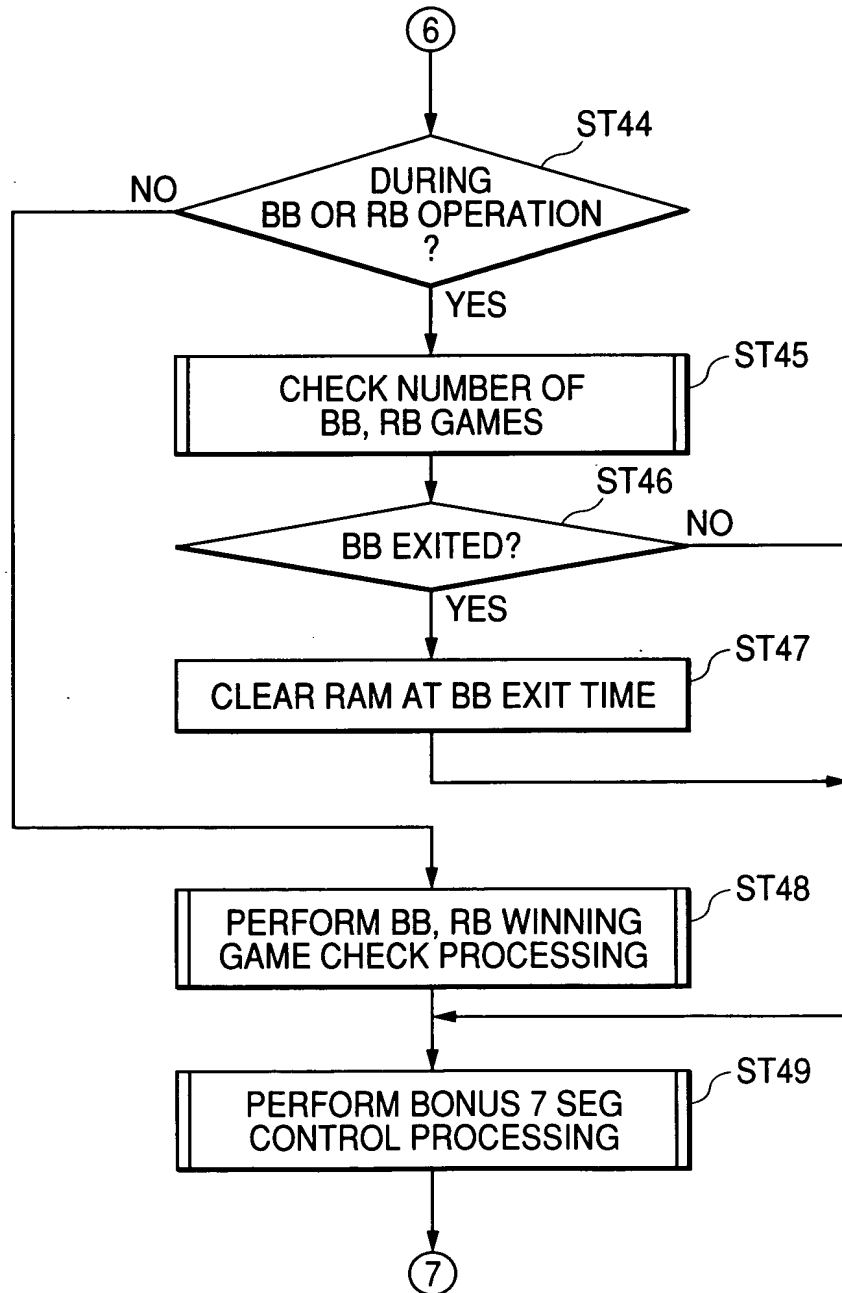
**FIG. 19**

**FIG. 20**

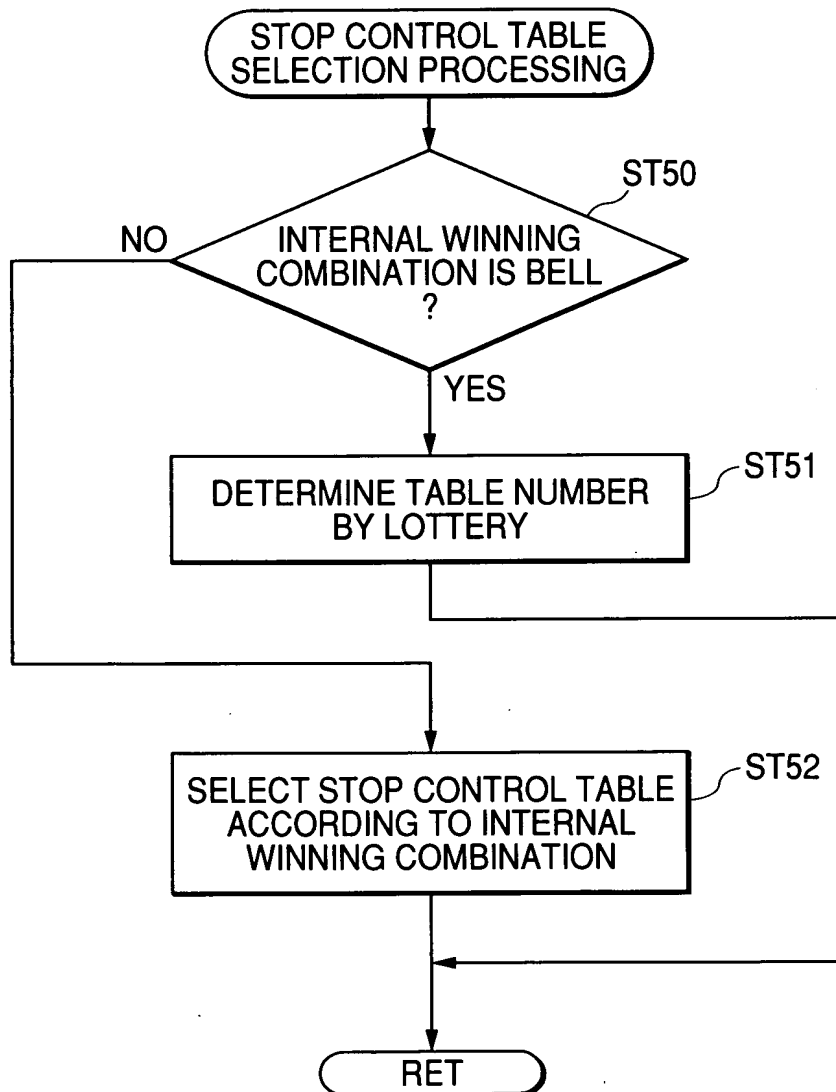
**FIG. 21**

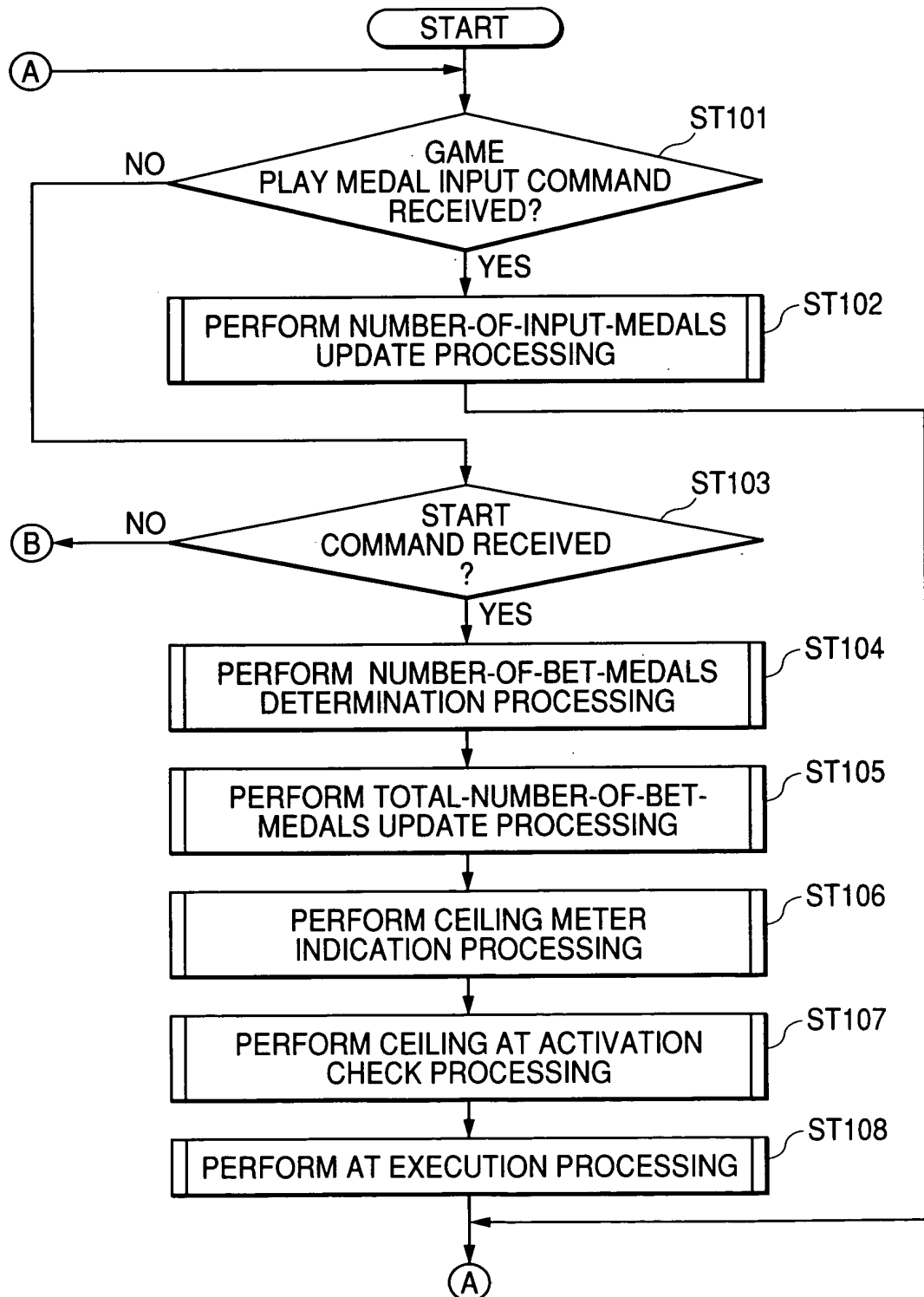
**FIG. 22**

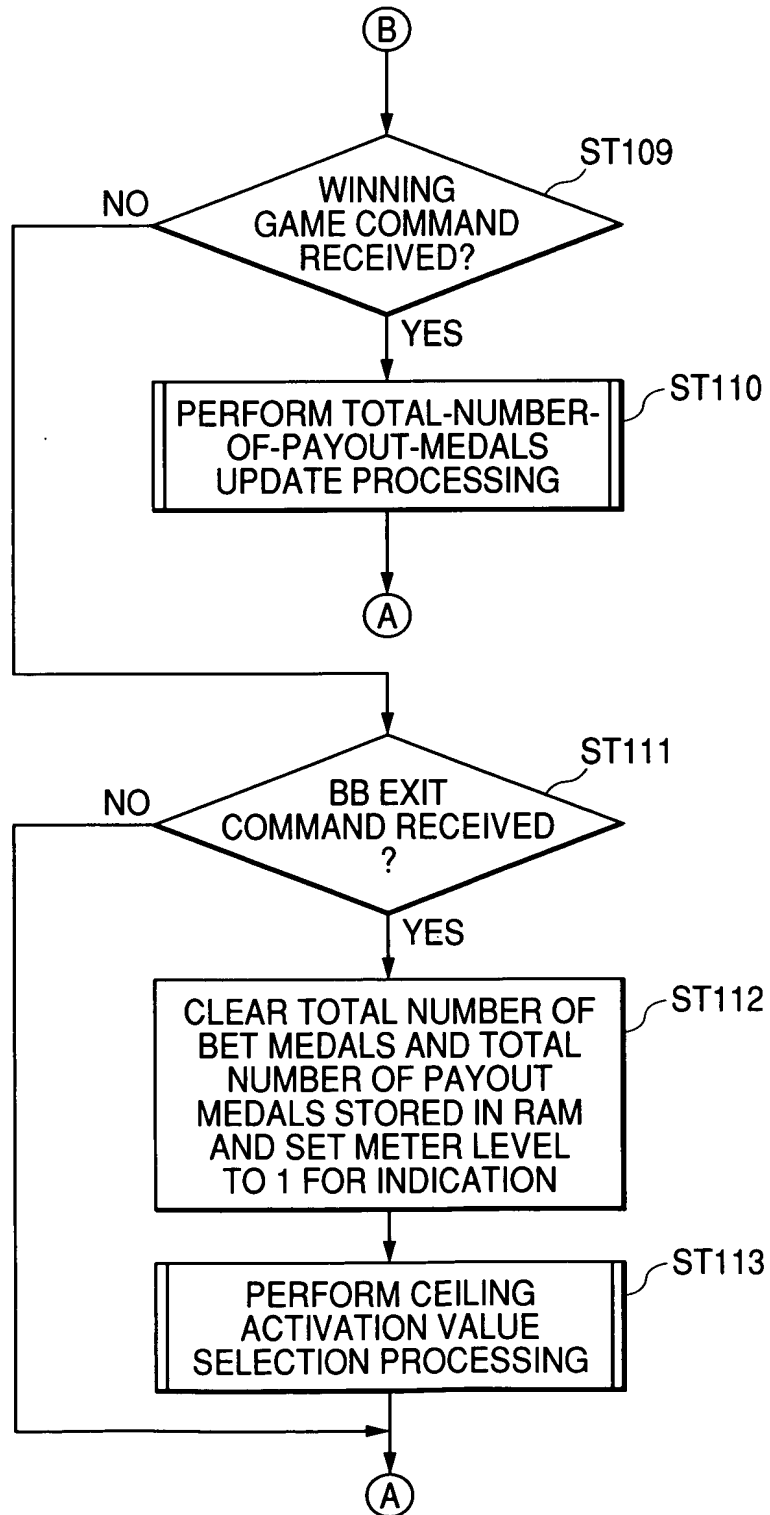
**FIG. 23**

**FIG. 24**



**FIG. 25**

**FIG. 26**

**FIG. 27**

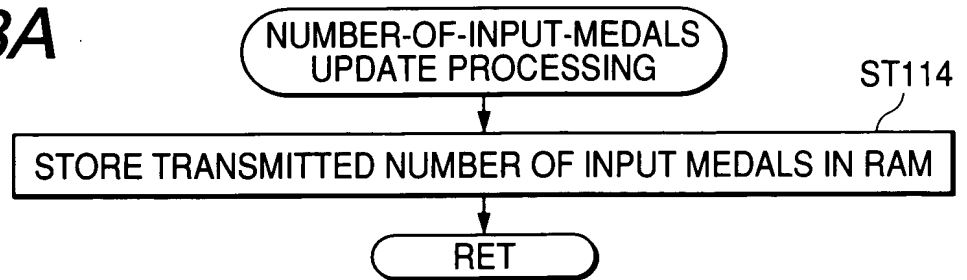
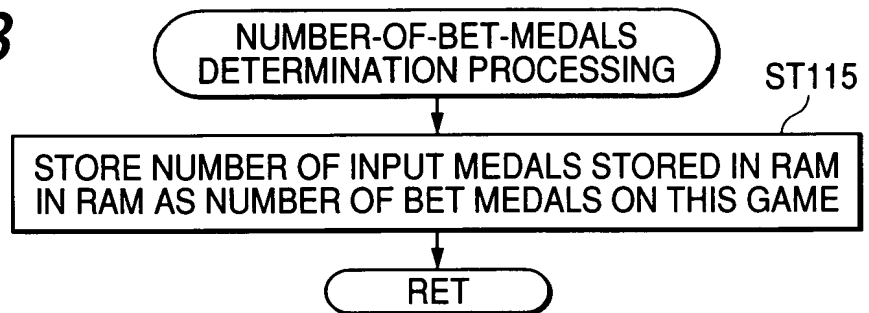
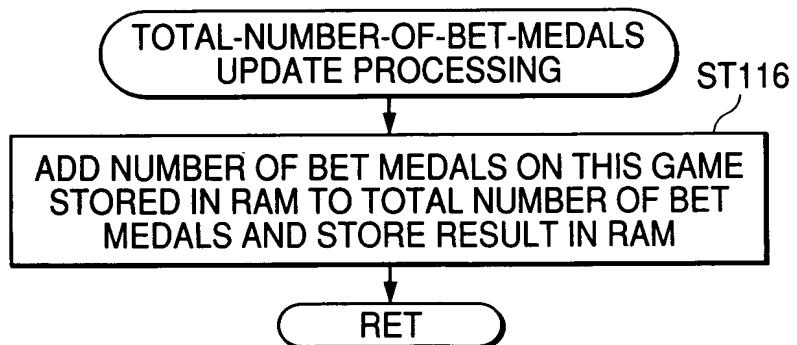
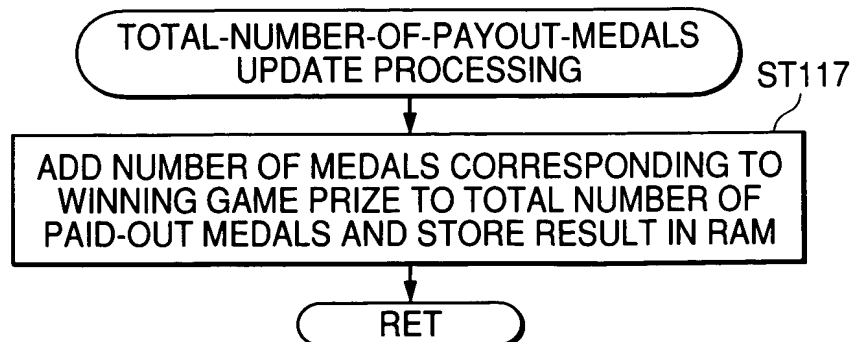
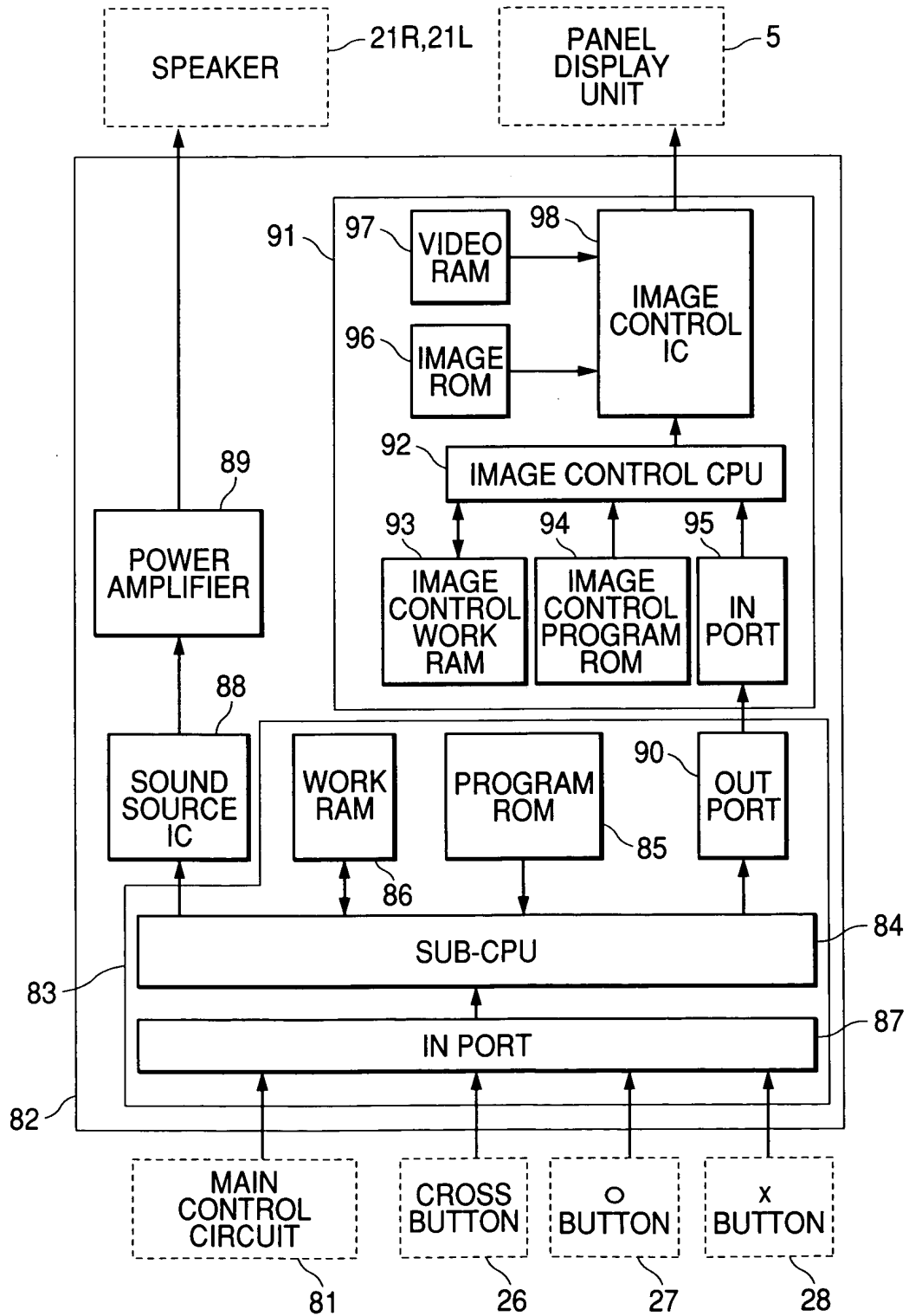
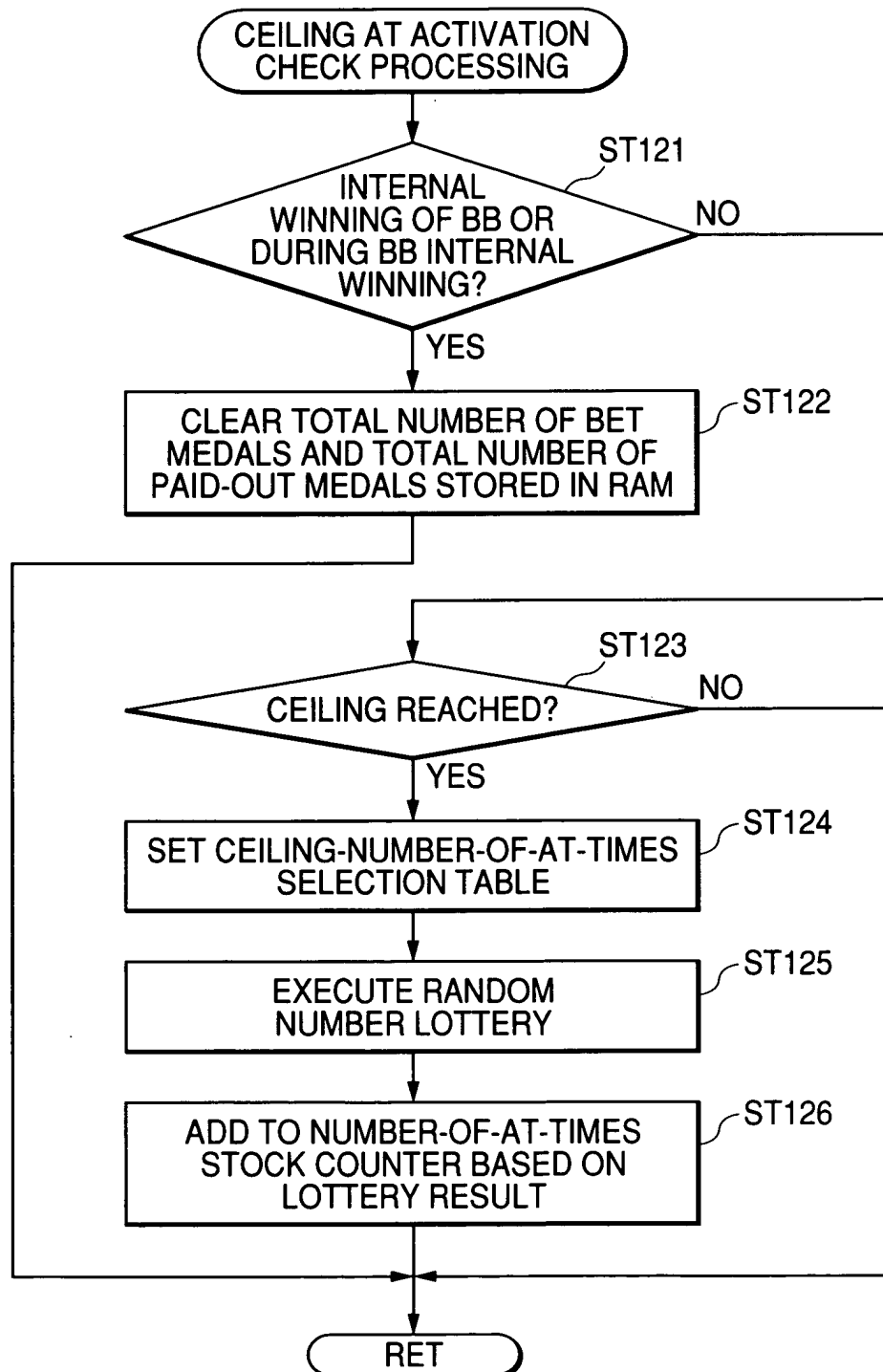
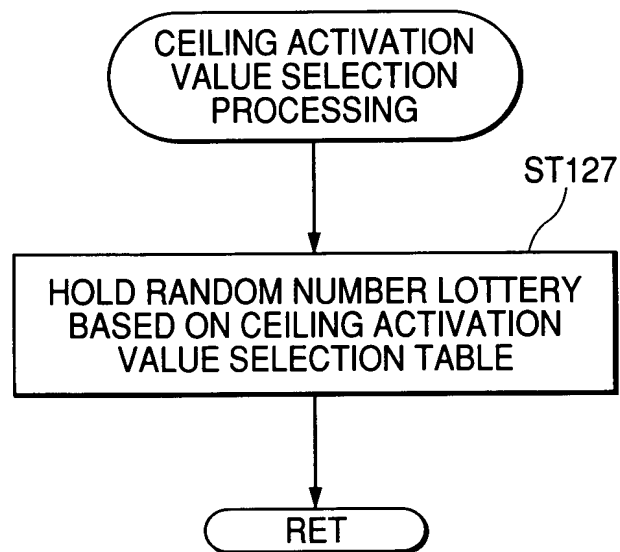
**FIG. 28A****FIG. 28B****FIG. 28C****FIG. 28D**

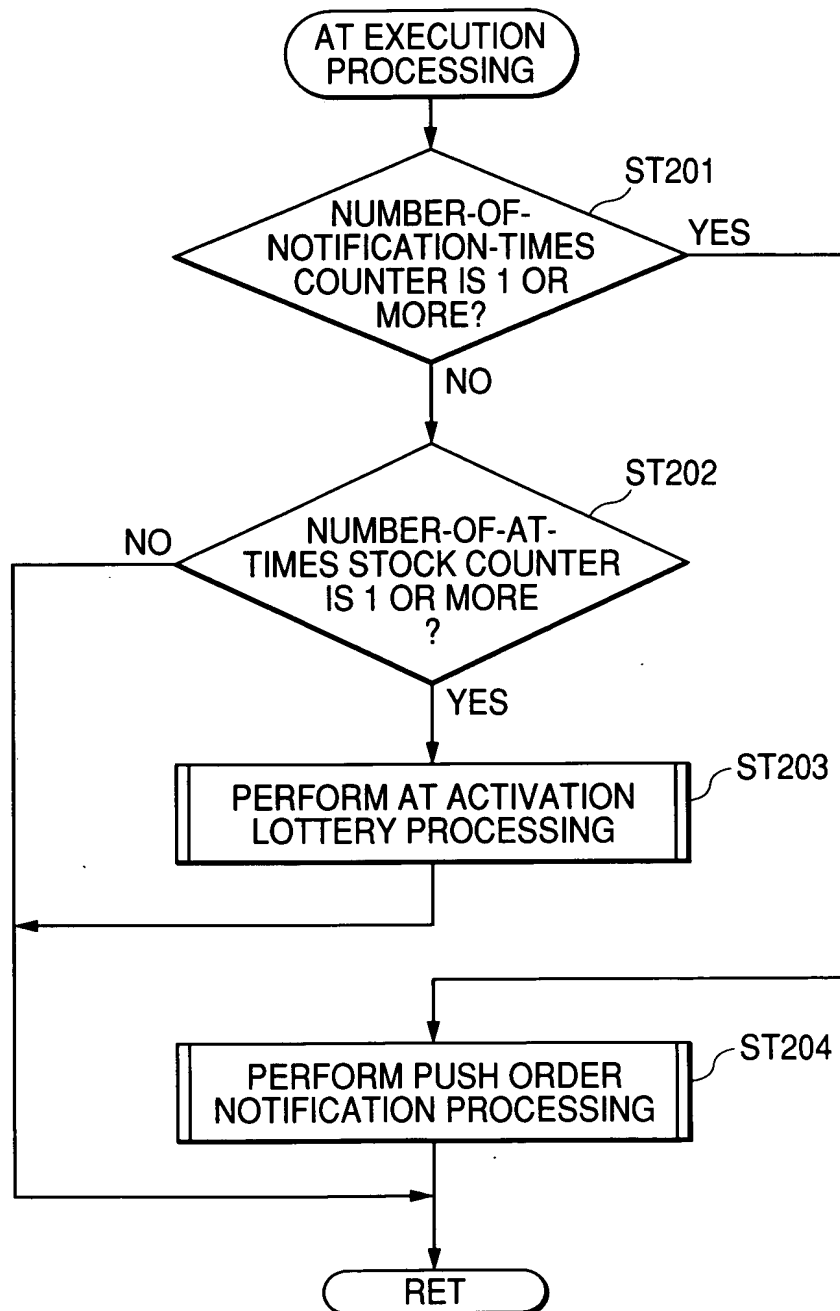
FIG. 29



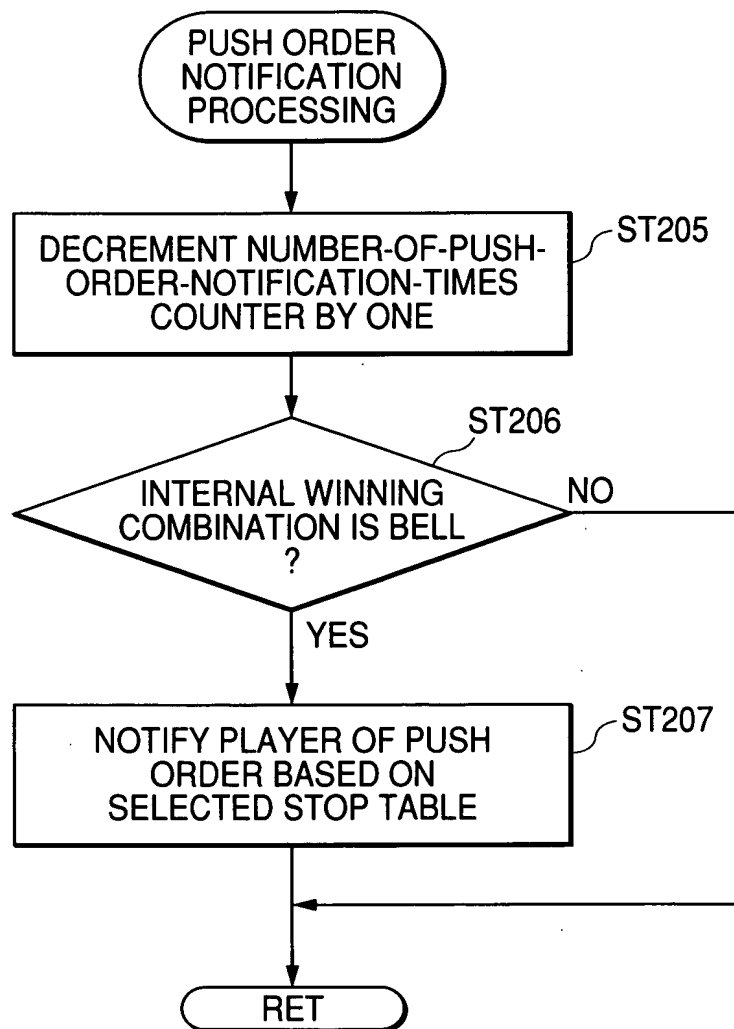
**FIG. 30**

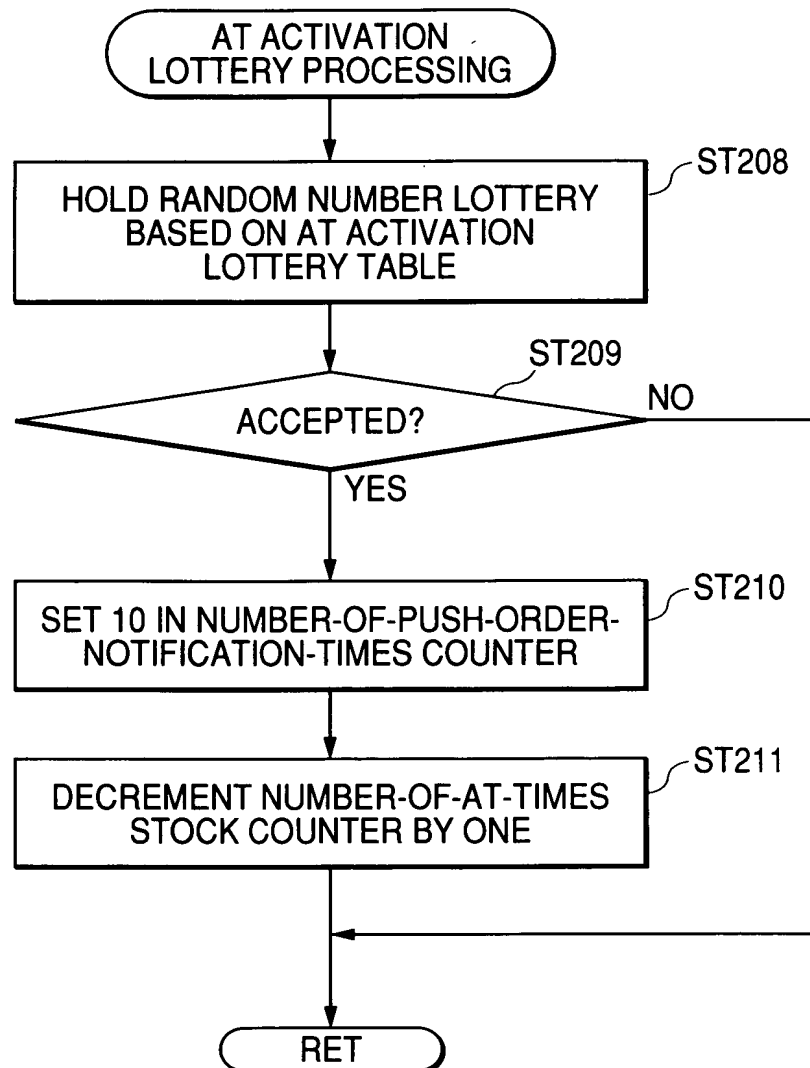
**FIG. 31**

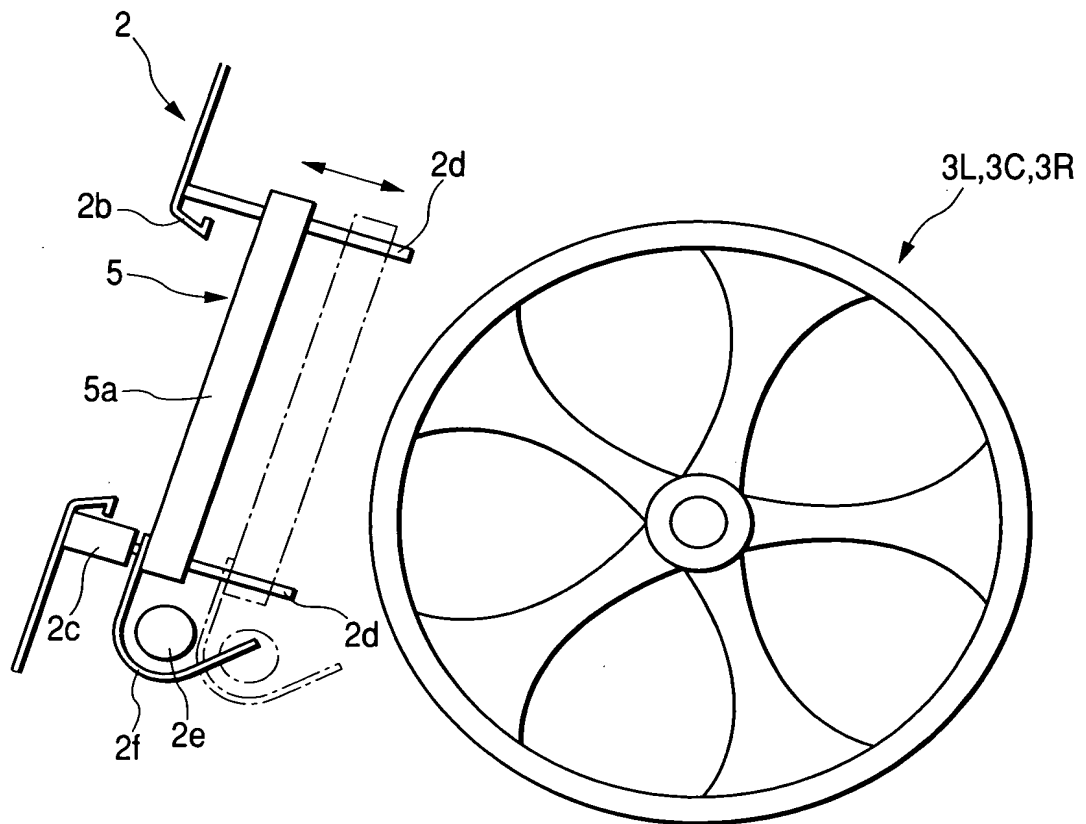


**FIG. 32**

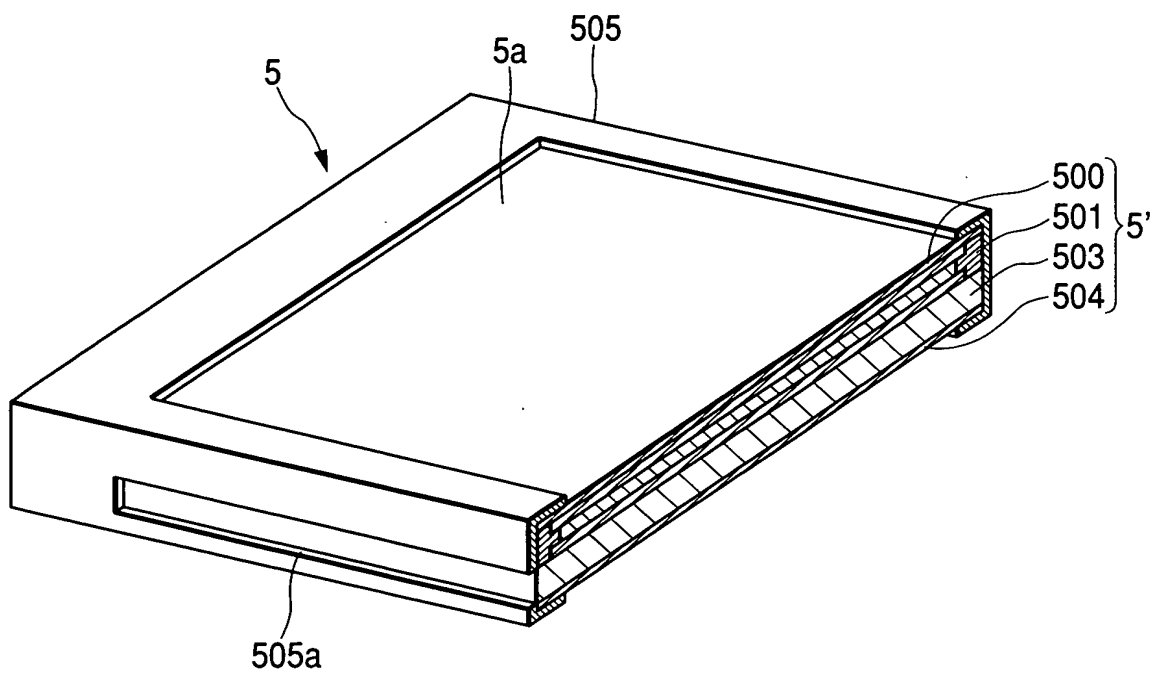


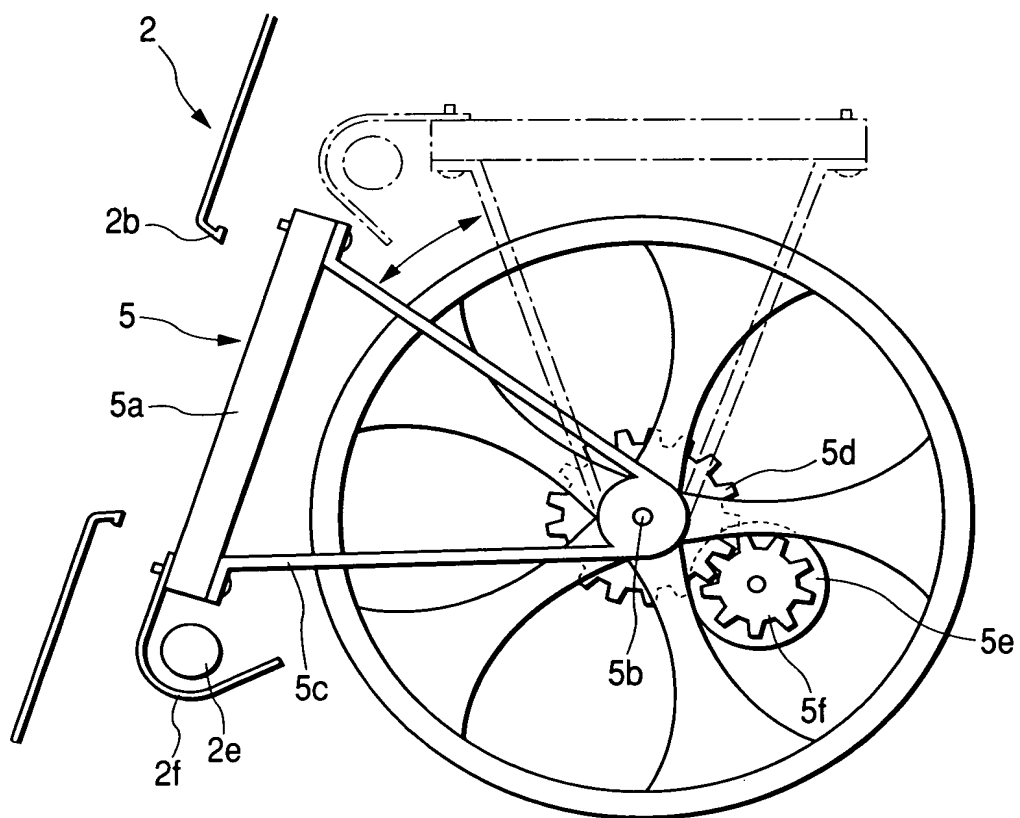
**FIG. 33**

**FIG. 34**

**FIG. 35**

**FIG. 36**





**FIG. 38**